



Stream Geomorphic Assessment

Agency of Natural Resources



Vermont.gov
July, 17 2024

Phase 2 - FIT - Legacy Data Report

Hoosic

SGAT Version: **4.56**

Reach: **M02 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	2,253.1	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	0.0	665.2
	Railroad Lenth (ft.):	3,010.7	0.0
	Development Length:	0.0	896.1
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	0.0
	Erosion Height (ft.):	0.0	0.0
	Revetment Type:	None	None
	Revetment length	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>	0	170
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:	379.24	
	Average Height (ft.):	50.0	
	Mass Failures:	One	
	Average Heigh (ft.):	50.0	
	Gullies:	None	
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
5.2	Migration Features	
	Flood Chutes:	0
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Length (ft.):	2,431.2
	Dredging:	None



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Reach: **M03 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	3,046.6	0.0
	Railroad Lenth (ft.):	3,445.8	0.0
	Development Length:	0.0	1,253.1
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	0.0
	Erosion Height (ft.):	0.0	0.0
	Revetment Type:	None	Rip-Rap
	Revetment length	0.0	2,581.2
3.2	<u>Buffer Less Than 25 ft.</u>	0	2374
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
5.2	Migration Features	
	Flood Chutes:	0
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Length (ft.):	2,840.1
	Dredging:	None



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SGAT Version: **4.56**

Reach: **M03 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>	<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None	4.4	Number of Debris Jams:	0
1.3	<u>Encroachments - Side</u>	<u>One</u>	4.5	Flow Regulation Type:	None
		<u>Both</u>		Use:	
	Berm Length (ft.):	0.0	4.7	Stormwater Inputs	
	Path Length (ft.):	0.0		Overland Flow	Road Ditch
	Road Length (ft.):	451.7		Field Ditch	Tile Drain
	Railroad Lenth (ft.):	1,409.2		Other	Ub Strm Wtr Pipe
	Development Length:	0.0	4.9	Beaver Dams:	0
		1,409.2		Affected length (ft.):	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	5.2	Migration Features	
	Erosion Length (ft.):	0.0		Flood Chutes:	1
	Erosion Height (ft.):	0.0		Neck Cutoffs:	0
	Revetment Type:	Rip-Rap		Channel Avulsions:	0
	Revetment length	120.9		Braiding:	0
		425.2	5.3	Steep Riffles and Head Cuts	
3.2	<u>Buffer Less Than 25 ft.</u>	0		Steep Riffles:	0
		0		Head Cuts:	0
3.3	<u>Riparian Corridor</u>	<u>Left</u>	5.4	Animal Crossings:	No
	Mass Failures:		5.5	Channel Alterations	
	Average Height (ft.):			Straightening:	Straightening
	Mass Failures:	None		Length (ft.):	1,411.5
	Average Heigh (ft.):			Dredging:	None
	Gullies:	None			
	Number of Gullies				
	Total Length of Gullies (ft.):				
	Average Height of Gullies				



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Reach: **M06 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	505.9	0.0
	Road Length (ft.):	2,702.4	0.0
	Railroad Lenth (ft.):	3,743.2	0.0
	Development Length:	1,621.1	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	761.4	718.7
	Erosion Height (ft.):	28.4	9.5
	Revetment Type:	None	Rip-Rap
	Revetment length	0.0	911.2
3.2	<u>Buffer Less Than 25 ft.</u>	707	0
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
5.2	Migration Features	
	Flood Chutes:	2
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Length (ft.):	1,215.8
	Dredging:	None



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SGAT Version: **4.56**

Reach: **M04 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	0.0	0.0
	Railroad Lenth (ft.):	1,373.3	0.0
	Development Length:	0.0	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	0.0
	Erosion Height (ft.):	0.0	0.0
	Revetment Type:	None	None
	Revetment length	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
5.2	Migration Features	
	Flood Chutes:	0
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Length (ft.):	0.0
	Dredging:	None



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Reach: **M04 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>	<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None	4.4	Number of Debris Jams:	0
1.3	<u>Encroachments - Side</u>	<u>One</u>	4.5	Flow Regulation Type:	None
	Berm Length (ft.):	0.0		Use:	
	Path Length (ft.):	0.0	4.7	Stormwater Inputs	
	Road Length (ft.):	0.0	Overland Flow	Road Ditch	
	Railroad Lenth (ft.):	4,424.9	Field Ditch	Tile Drain	
	Development Length:	1,403.3	Other	Ub Strm Wtr Pipe	
3.1	<u>Erosion - Bank</u>	<u>Left</u>	4.9	Beaver Dams:	0
	Erosion Length (ft.):	732.4		Affected length (ft.):	0.0
	Erosion Height (ft.):	4.7	5.2	Migration Features	
	Revetment Type:	Rip-Rap	Flood Chutes:	4	
	Revetment length	35.2	Neck Cutoffs:	0	
3.2	<u>Buffer Less Than 25 ft.</u>	164	Channel Avulsions:	0	
	Mass Failures:		Braiding:	0	
	Average Height (ft.):		5.3	Steep Riffles and Head Cuts	
	Mass Failures:	None	Steep Riffles:	0	
	Average Heigh (ft.):		Head Cuts:	0	
	Gullies:	None	5.4	Animal Crossings:	No
	Number of Gullies		5.5	Channel Alterations	
	Total Length of Gullies (ft.):		Straightening:	Straightening	
	Average Height of Gullies		Length (ft.):	982.9	
			Dredging:	None	



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Reach: **M01 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	1,960.5	0.0
	Railroad Lenth (ft.):	2,322.1	0.0
	Development Length:	1,717.7	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	0.0
	Erosion Height (ft.):	0.0	0.0
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length	158.6	1,821.5
3.2	<u>Buffer Less Than 25 ft.</u>	0	1581
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Length (ft.):	598.5
	Dredging:	None



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SGAT Version: **4.56**

Reach: **M05 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	1,200.0	0.0
	Road Length (ft.):	842.5	2,678.1
	Railroad Lenth (ft.):	240.5	0.0
	Development Length:	7,382.5	1,627.1
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	289.5
	Erosion Height (ft.):	0.0	12.0
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length	1,228.7	55.2
3.2	<u>Buffer Less Than 25 ft.</u>	397	0
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	0
	Road Ditch	0
	Field Ditch	0
	Tile Drain	0
	Other	0
	Ub Strm Wtr Pipe	1
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
5.2	Migration Features	
	Flood Chutes:	0
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Length (ft.):	7,353.3
	Dredging:	None